

299

“Amazing shoot out classic. Action! Music! Aliens! Kwoar! Xenon is a must-buy game.”

SINCLAIR USER SU CLASSIC

SCREEN SHOTS MAY BE TAKEN FROM A DIFFERENT VERSION

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M plus

UK FR DE IT

CBM 64 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128

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XENON



MASTERTRONIC plus

From the moment that Captain Xod's face appeared out of the static on the communicator, you knew he was in trouble. As the only other Federation ship in the sector you had to go to his aid. You need to fight your way through sixteen zones, collecting essential supplies for the fleet. At the end of each sector you have a chance to refuel and restock but only after you have defeated the most vicious alien you have ever seen.

A strategic vertically scrolling shoot-em-up. You have the option of swapping between two very different craft, to suit the challenge facing you at the time; either a ground-based saucer or a well-armed, and faster fighter aircraft.

A fast-moving, thinking man's shoot-em-up.

GAMEPLAY

You have to negotiate four sectors, each divided into four zones. You have a choice of two craft, which you can change between at will. You have a ground craft, capable of eight-way movement, and a faster jet fighter. You need to select the appropriate craft to negotiate the obstacles facing you and be prepared to change between them rapidly. Certain of your opponents are ground-based and some are at altitude. You need to be in the correct craft to shoot the alien that you are facing. Certain weapons can only be collected and used by the fighter craft.

You can only use the ground craft on the ground. You cannot land on the top of buildings. You need to fly over these in the fighter.

Shooting the aliens and their weapon emplacements reveals power cells. Collect these by moving over them, to give your craft extra power.

There are eleven types of power pill:

A	ARMOUR	Makes your ship invincible for 15 seconds
F	FUEL	There are two types of fuel cell. Those with one orange band restore five units of fuel; those with three restore all your lost fuel
H	HOMING MISSILE	Shoots homing missiles for 15 seconds
L	LASER	Arms your fighter with lasers
G	GUN	Cancels the lasers and reverts to normal bullets
P	POWER	Increases the distance your shots travel
R	RATE	Speeds up your ground craft
S	SIDE	Arms fighter with side lasers
W	WINGS	Gives you wing-tip weapons
Z	ZAP	Again there are two types of zap pills. Those with a single orange band zap the aliens and screen; those with a triple

band zap everything - aliens and emplacements
Collect up to three rotating balls that follow
you and mimic your fire pattern

Balls
Each time you are hit by the aliens' weapons you lose at least a unit of fuel
which is used to recharge your shields. If you collide with any of the aliens you
will suffer substantially more damage and consequently use more fuel. If your fuel
runs out you lose a
life and have to restart from the beginning of the zone. Some aliens will require
more than one hit to kill them. These flash every time you successfully hit them.
Some of the aliens are invulnerable.

Half way through each section you will be faced with a single large
opponent. This is a 'Sentinel' so called because they are set to guard the path and
they are fully sentient - that is smart. You need to find out where they are
vulnerable and concentrate your fire on the appropriate points. Colliding with a
'Sentinel' is fatal.

At the end of each section you will have another larger and more dangerous
'Sentinel' opponent. These are only vulnerable to certain attacks, and completely
invulnerable to all others. If you succeed in defeating this you will be refuelled and
re-equipped ready for the next section. You lose any weapons you had collected
on the previous section.

STATUS PANEL

Down the right hand side of the screen there is a status panel. This displays all the
information you need to know about the state of the game and of your craft.

At the top of the display there are four numbers. The top number is your
score. Underneath this there are two single digit numbers. To the left is the
number of lives you have left, to the right the sector number. Underneath these
is your altitude.

Beneath this there is your long range communicator screen. Most of the
time this is blanked off, but at the start of each section Captain Xod will appear and
tell you which section your are starting.

Underneath this there is a bar display showing your fuel level. Underneath
this there are two bargraphs. The left hand one is your rate or speed, and the right
hand one your power - the distance your shots travel.

At the foot of the display there is a weapon panel. This has ten letters on it.

Weapons active are highlighted in red. The weapons are:

W: Wing	L	Laser
S: Side Shot	H	Homing Missile
A: Armour	B	Ball
X: Extra ball making two		
X: Extra ball making three		
O: Time left on homing missile		

O Time left on armour

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP. Program will load and run.

CONTROLS (Keyboard and Joystick)

KEYBOARD

Q - Up A - Down

O - Left

SPACE - Fire

SHIFT - Pause/Continue

JOYSTICK

M - SWITCH CRAFT

JOYSTICK ONLY

SPACE BAR - Switch Craft

DEUTSCH

LADEANWEISUNGEN

SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. Das Programm wird
automatisch geladen und gestartet.

NUR JOYSTICK

LEERTASTE - SCHIFF WECHSELN

STEUERUNG

Tastatur:

Q - HOCH

A - Runter

o - links

p - rechts

m - schiff wechseln

leertaste - feuер

M - SCHIFF WECHSELN

esc - pause

Joystick:

FRANCAIS

INSTRUCTIONS DE CHARGEMENT

Maintenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Le programme se
chargera et se déroulera.

Manche à balai uniquement.

Barre d'espacement - CHANGEMENT D'APPAREIL

COMMANDES :

Clavier :

Q

A

O

P

M

- HAUT

- BAS

- GAUCHE

- DROITE

- CHANGEMENT D'APPAREIL

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Barre d'espacement
Manche à balai : M
ESC

- FEU
- CHANGEMENT D'APPAREIL
- PAUSE

RUN/STOP. II

SCAMBIO

Tastiera: Q SU
A GIU'
O SINISTRA
P DESTRA
M SCAMBIO NAVE
BARRA FUOCO

Joystick: M SCAMBIO NAVE
ESC PAUSA

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